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MEMBER OF NEAR US

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1999

NOVEMBER MEETING NOTES 11/12/98

Meeting called to order and opened in due form by President Art Paolini Jr.

John Douglas brought in a lot of Antic disks and turned them over to Art and then Art demoed various programs and games from them for us, one of which was the good old favorite called "TETRIX" and my daughter who accompanied me to the meeting as I don't like to drive much at night anymore chimed in and said we have that game on our PC at home. But now we know where the game came from in the beginning don't we?

Remember when each issue of "Antic" contained a disk with lots of neat stuff on it? It is sad that "Atari" let all that good stuff slip away but that is the way the cookie crumbles.

Your Editor finally got a letter to the Editor after all these years, Joe Hicswa from JACG sent me a clipping from a newspaper over in New Jersey signed by another person named "Tischbein", will write to him and explain about my lack of relatives.

Art also told us that the Atari Navy is still in action and on the week end of November 7 & 8 the Atari Navy was cruising down the "Tohickon Creek" near "Stover's Park", keep up the good work fellas and God Bless.

That is all the meeting notes for this time around.

Larry Tischbein

Recording Secretary

BIZARRO





"OOPS, I FORGOT TO LOG OFF AGAIN."

The best way to wake up with a smile on your faceis to go to bed with one already there.

Formula for youth: Keep your enthusiasm and forget your birthdays.

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, Basic, Logo, Pilot, Forth, Lisp, 6502 assembler...Plus powerful unique languages like Action! and QUICK...

Word Processing? Try Atariwriter, Letter Perfect, Paperclip, Textpro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try Turbobase, TurboFile, Synfile, Data Perfect, MicroFiler, Megfiler, Homebase, Super Data Base 1-2-3, Small Business System...

Spreadsheet? Look at Syncalc, Visicalc, Turbobase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 89, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digatal Music System, Chaos Music Composer...

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartDOs X, the 64DOS on a "supercartridge". the S.A.M.(Screen Aided Management) 80 column Desktop System; The Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing programs. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

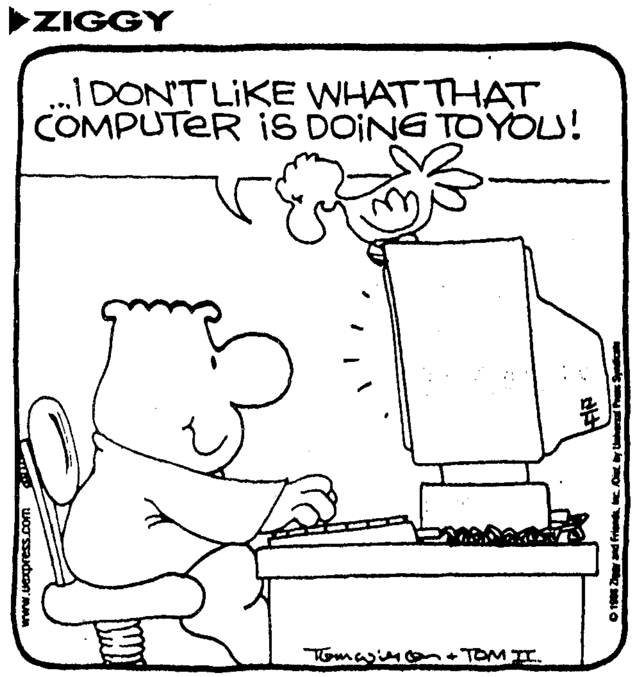
The software for the 8-bit Atari is sometimes more powerful than any other platform. For exmple, some Bulletin Board Systems are still run on 8-bit Ataris specifically because the BBs software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commerically for the latest PC's to make money; people program the 8-bit Atari because they want to--they enjoy producing good software. It takes a team of specialized programmers to develop a major piece

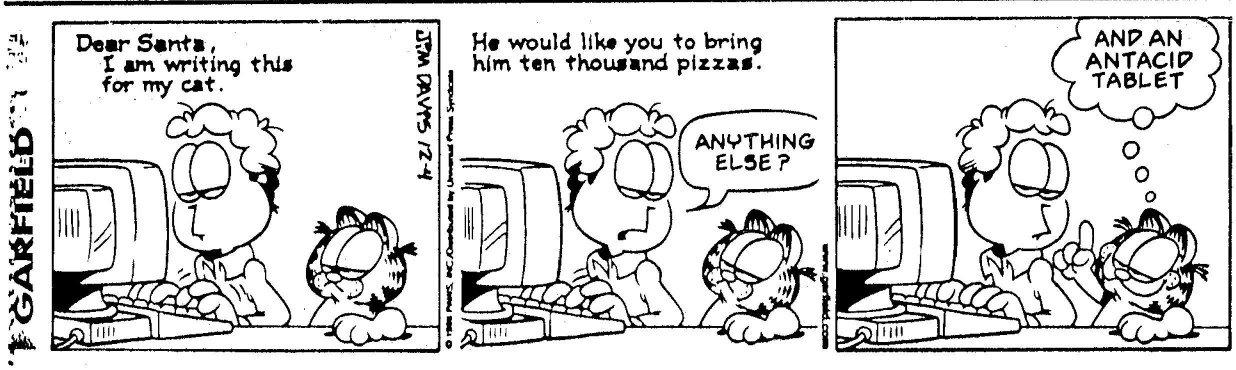
of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM,PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative in today's home computer marketplace.

Editors note: This article reproduced from: ftp:/ftp.cs.ruu.nl/pub/NEWS.ANSWERS/tari-8-bit/faq





The person who stays on the straight and narrow path won't have many folks trying to pass him.

Do what you can, with what you have, where you are.

Knowledge has no power until it is used.

A pessimist is a person who is seasick during the entire voyage of life.

NEW LAW CONTROLS "ADULT" MATERIAL ON WEB

U.S.Rep. James Greenwood,R-8, was a sponsor of the bill, signed into law Wednesday

By Harry Yanoshak
Staff Writer
The Intelligencer Record
10/23/98

WARMINSTER--Fifth graders learning Greek mythology via the Internet shouldn't find pornographic businesses amid the "educational Material" when they type "Greek gods" into a search engine.

Umfortunately they do, said U.S.Rep. James Greenwood, R-8, who used this example Thursday to support a new law that clamps a child-proof cap on the Web's commerical sex sites.

President Clinton signed the law Wednesday night as part of the government' 1999 spending package despitethe Justice Department's constitutional arguments. Groups such as the American Civil Liberties Union have already challenged the law, which takes effect in 28 days.

At about the same time Thursday that Greenwood talked about elecronic blockades that keep "patently offensive" material from children, the ACLU, the Electronic Frontier Foundation and Electronic Private Information Center sought an injunction against the law, which Greenwood co-sponsored with fellow Republican U.S. Rep. Mike Oxley of Ohio.

The law uses standards that determine what average people would find "harmful to minors." Web sex page operators, those who transform computer language into commercial Internet red-light districts, face up to six months in prison and up to $50,000 in fines for having sexy "teaser" images that children can freely see. The law requires sex site operators to have electronic gatekeepers for keeping the adult material from minors. Adult Web browers can breech the gate by providing credit card numbers, passwords or other information that verifies their age and buying power. Individuals who find sex sites that don't have the child protection can file a civil lawsuit that can result in fines of up to $50,000.

The law, Greenood said after a press conference at Longstreh Elementary School in Warminster does not "re-invent" the "harmful to minors' standard" and won't protect everychild from "indecent material."

The standard, he said, "has been tried and tested and upheld by the Supreme Court," adding the standard should bw applied to the Internet.

In an Oct. 5 letter to Congress, the Justice Department said the bill had "serious constitutional problems" and would likely divert law enforcement from tracking hard-core child pornographers.

Companies and groups such as Time Inc., Warner Bros., C/NET and the New York Times Online and Philadelphia Gay News joined with Nadine Strossen, ACLU preident, as plaintiffs in the lawsuit.

The groups contend they have a solid case against the law, which, they claim, bears to much similarity to the Government's Communications Decency Act, Which a

unanimous Supreme Court struck down as unconstitutional in June 1996.

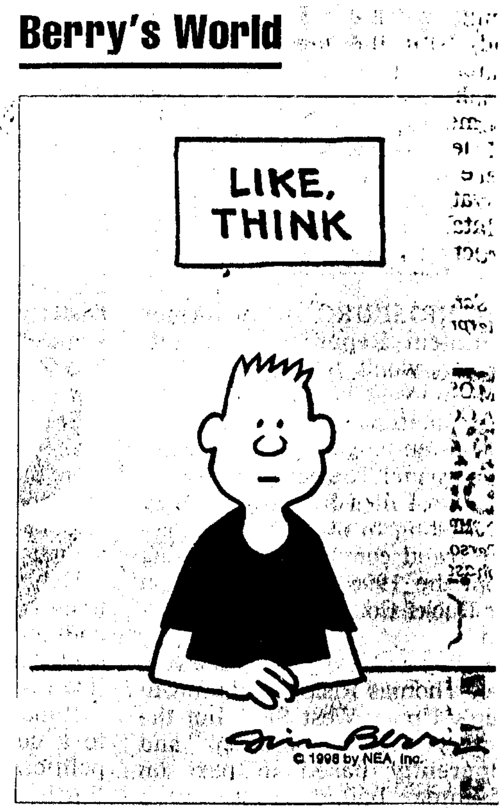
"Whether you call it the 'Communications Decency Act' or 'Congress Doesn't Understand the Internet Act,' it is still unconstitutional, and it still reduces the Internet to what is fit for a 6-year old," Ann Beeson, an ACLU staff attorney, said in a statement.

"Protect expression" such as health information on safe-sex practices and AIDS prevention could fall under the "harmful to minors" standard, the ACLU claimed.

Greenwood, however said the ACLU was "way off base", and stated the law narrowly focuses what's harmful: "patently offensive material" that caters to the "purient interests" of internet users and "taken as a whole" lacks "literary, artistic or political value for minors."

"A 17-year-old is certainly entitled to information on sexuality and sexual health," Greenwood said, adding the distinction the law provides is that "Minors" should be screened from offensive material.





If God had wanted us to be permissive. He would have given us the Ten Suggestions.

BIGGER DISK DRIVE PROMISES GREATER COMPUTER LONGEVITY

By Lou Dolinar
Of Newsday
Allentown Morning Call
12/8/98

The usual advice you get when buying a personal computer is to make sure its capabilities match your needs.

Take me, for example,if I were planning to buy a computer this year, the first thing I'd calculate is how much storage space I need for my computer columns. I probably need more space than you do, since I write 52 columns a year, at about 1,000 words each. Since you only buy a computer every three years or so, you'd figure I need space for about 150 columns or around 150,000 words, max.

Now, a recent ad shows computers with disk space ranging from 2 to 10 or so gigabytes. Which is to say, the cheapest computer I can buy will store, hmmm, 20,000 columns, give or take? I know I've been writing long lately, but that's a bit much, which is precisely my point: Computers have grown so fast, big and cheap in the last few years that mass storage on even the lowest-cost systems are adequate for most beginners to use for what we call productivity applications.

Buy a computer with a least a 2-gigabyte drive, and you'll be more than fine. You want to make sure? Take a little step upward in price, where you'll find that most of the midrange computers carry drives that offer 4 to 6 gigabytes of space.

Why might you want a bigger disk drive?

Well, first remember that what tends to take up the most space on your computer are the programs you buy, not the data you create. A bigger disk drive promises greater longevity.Given the industry's track record for bloated software, Microsoft Windows 2001 could use up most of what seemed like an awfully big disk drive.

You know the old saw about a picture being worth a thousand words? That's another reason bigger is better. A photograph that's been digitized and stored on your hard drive at decent resolution, of a size you might want to print out on your fancy new color inkjet, could easily take up more space than a year or two's worth of my columns. If you have a teen age son who's downloading hundreds of pictures from the Internet, I can almost guarantee you'll need extra space.

Other aplications that take up a lot of space: Complex, Video-intensive games; editing full-motion video, editing sound files.

This isn't my thing, but a lot of folks these days are moving their record collections to their PCs, then making their own CDs with one of the new recoverable units you can attach to the PC.

There's one attribute of big disk drives, as well: by and large, they tend to get at data faster than smaller, older models. This does not make as much difference as your processor, but it can be noticeable.

The other type of memory you have to worry abut is the chip kind, as opposed to the diskkind: Dymanic Random Access Memory(best know as DRAM). If you don't have enough of it, your computer is constantly fetching data from your hard drive, which slows things down

tremendously.

Minimum here is 32 megabytes, though you will see somec heapie systems with as little as 16. Sixty-four is better, and much more than that is overkill for the average user.

If you do opt for a 32 megabyte system,you might want to inquire whether there are any free memory slots, left; otherwise, you'll have to throw out some of your current memory if you ever decide to upgrade. As for the type of DRAM, so called EDO(Extended Data Out) DRAM is a tad cheaper, and a little slower, than Synchronous DRAM, the latter being what most of the faster systems are equipped with.

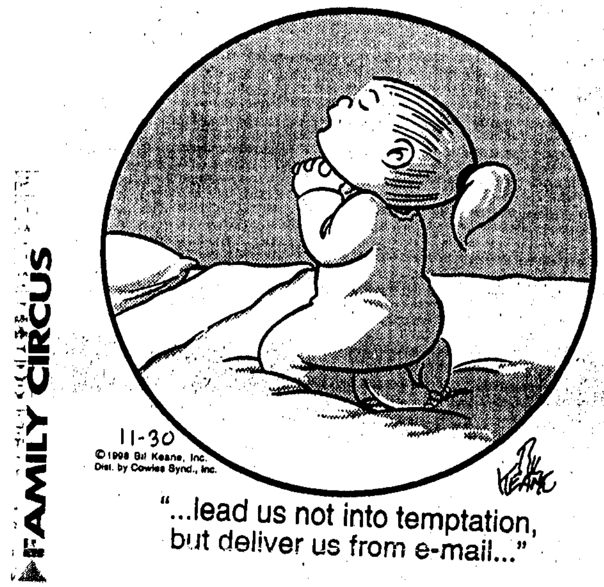
Another variable in the basic box that contains the microprocessor and disk drive is the graphics sub-system, usually a card that plugs into a slot n the main board of the computer, although cheaper units embed graphics chips on the main board.

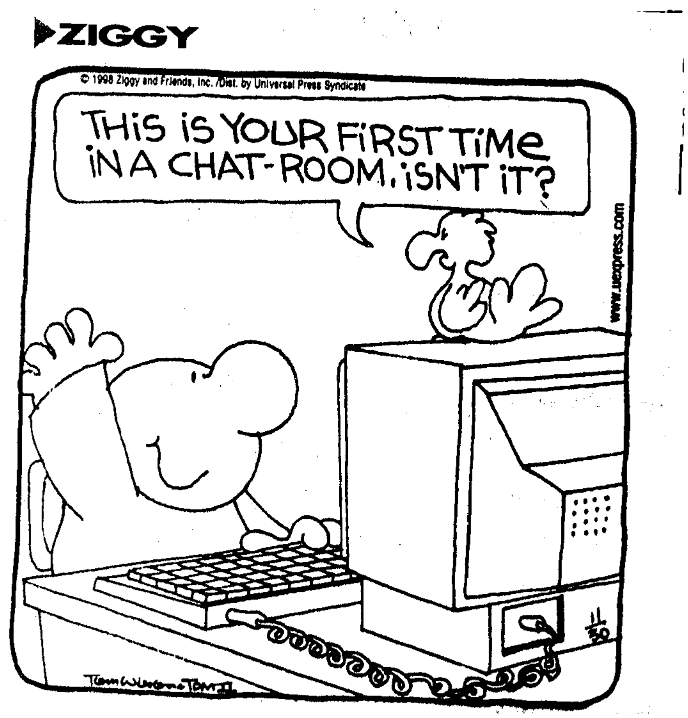
There are two basic ways in which graphic boards are connnected to the main board: The faster is AGP(Advanced Graphics Port), available only on systems with Pentium II or Celeron processors. PCI is slower and is on regular Pentium MMXs plus various non-Intel processors. In general, you'll only notice a speed difference during gaming and video manipulation.

The amount of video memory typically ranges from 2 to 8 megabytes. This controls how lifelike the on screen colors are, and how much detail the monitor can show. You probably don't want anything less than 4 mgabytes of video memory unless you're getting a real bargain on the system.

Finally, there are 2D and 3D graphics cards. Everything has 2D capability. For newbies, the main application for 3D is going to be gaming.

Lou Dolinar can be reached by e-mail at dolinar@newsday.com





DISK LIBRARY
FILENAME
EXTENSION KEY

.BAS-A Basic program-requires Atari Basic to run.

.ASM-An Assembly language program or listing-may not be directly run-able.

.MSB-Microsoft Basic-requires the Microsoft Basic cartridge or disk version to run.

.PLT-program requires the Pilot language cartridge.

.PAS-Pascal-program is written in the Pascal language.

.FTH-the program is written in Forth language.

.ACT-Action--program was written in Action language.

.LOG-requires the Logo cartridge to run.

.LST-Listed program-written to disk as a listing. Must be loaded with the ENTER command.

.TXT-Text file-usually requires a word processor or use of DOS Copy function to read text.

.DOC-Documentation file-see .TXT. Usually accompanies another listing on the same disk to allow you to print a user's guide.

.UTL-Utility program-a program that was written to make using the computer easier, ie., a back-up program which automates archiving your personal library, etc.

.SYS-A system file-such as DOS.SYS or AUTORUN SYS. A program which you might have on every disk to present any necessary requirements.

.EXE-An executable machine language file-can be used as an AUTORUN SYS. A program that will load and run itself, or can be loaded with DOS option L.

.OBJ-Machine language object code-compiled from as ASM file. (See .EXE)

.MKR-A "Maker program"-usually a basic program,which, when run makes an AUTORUN.SYS or .EXE machine language file.

.PIC-a picture file- will produce a picture on the screen or printer. May require a loader program to view, but may be a run-able program.

.AMS-Advanced Music System file-contains data to play music. A "player" program is required.

.PTR-Printer- a program which in some way requires a printer to operate.

.MDM- the program was written for use with a modem or Bulletin Board System.

.DAT-Datafile-usually accompanies another file on the same disk, and contains data essential to that program.

.FNT-Character font-See.DAT. Contains data to redefine the character set.

.XLF-XL-a program modified specifically for the XL series of computers, and was rewritten to run without the Translator disk.

.DEMO-Demo program- demonstrates a programming technique.

I can keep a secret---but those I tell it to never can.

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